

On page 16, line 22, replace "verilog" with -- VERILOG --.
On page 16, line 25, replace "Verilog" with -- VERILOG --.
On page 16, line 32, replace "verilog" with -- VERILOG --.
On page 17, line 9, replace "Verilog" with -- VERILOG --.
On page 17, line 10, replace both instances of "Verilog" with
-- VERILOG --.

On page 17, line 13, replace "Verilog" with -- VERILOG --.
On page 17, line 16, replace "Verilog" with -- VERILOG --.
On page 17, line 21, replace "Verilog" with -- VERILOG --.
On page 18, line 1, replace "Verilog" with -- VERILOG --.
On page 18, line 2, replace "Verilog" with -- VERILOG --.
On page 18, line 6, replace "Verilog" with -- VERILOG --.
On page 18, line 9, replace "Verilog" with -- VERILOG --.
On page 18, line 14, replace "Verilog" with -- VERILOG --.
On page 18, line 17, replace "Verilog" with -- VERILOG --.
On page 18, line 21, replace "Verilog" with -- VERILOG --.
On page 18, line 24, replace "Verilog" with -- VERILOG --.
On page 19, line 19, replace "Verilog" with -- VERILOG --.
On page 19, line 27, replace "Verilog" with -- VERILOG --.
On page 20, line 1, replace "Verilog" with -- VERILOG --.
On page 20, line 22, replace "Verilog" with -- VERILOG --.
On page 21, line 2, replace "Verilog" with -- VERILOG --.
On page 22, line 26, replace "Verilog" with -- VERILOG --.

In the Claims

Please cancel claims 2-4 and 6-54 without prejudice, and amend claims 1
and 5 as follows:

1. (Amended) A method for providing a design test bench, the method
comprising:

partitioning functionality of the test bench between a simulation engine and
one or more scripted routines, wherein each scripted routine implements a
corresponding function;

B¹ instantiating one or more interpreters in the simulation engine, wherein each interpreter is associated with a corresponding scripted routine and may interact with the simulation engine independently of any other interpreter;

causing the simulation engine to pass control to the corresponding interpreter upon encountering one of the functions; and

causing the corresponding interpreter to return control to the simulation engine upon encountering a task that is performed by the simulation engine.

B² 5. (Amended) The method of Claim 1, further comprising synchronizing the simulation engine and the corresponding interpreter via a semaphore.